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S142	4	"345"/$.ccls. and (thresh$5 same (excee$4 or below)) same (color$4 same data same stor$4 and register)	US-PGPUB, USPAT	OR	ON	2006/01/03 12:59
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S145	26	alpha same reciprocal and transmittance	US-PGPUB; USPAT	OR	ON	2006/01/03 13:01
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S15 0	95	"345"/$.ccls. and (thresh$5 same (excee$4 or below) same depth)	US-PGPU B; USPAT	OR	ON	2006/01/03 13:03
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S15 4	23	"345"/$.ccls. and (thresh$5 same (excee$4 or below) same depth) same (draw$4 or generat$6 or clip$4 or inhib$5 or limit$4)	US-PGPU B; USPAT	OR	ON	2006/01/03 13:05
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S15 6	1	345/419-424,426-428,473. ccls. and (thresh$5 same (excee$4 or below) same depth) same (draw$4 or generat$6 or clip$4 or inhib$5 or limit$4) and transmittance	US-PGPU B; USPAT	OR	ON	2006/01/03 13:11
S15 7	1	"345"/$.ccls. and (thresh$5 same (excee$4 or below) same depth) same (draw$4 or generat$6 or clip$4 or inhib$5 or limit$4) and transmittance	US-PGPU B; USPAT	OR	ON	2006/01/03 13:11
S15 8	5	(thresh$5 same (excee$4 or below) same depth) same (draw$4 or generat$6 or clip$4 or inhib$5 or limit$4) and transmittance	US-PGPU B; USPAT	OR	ON	2006/01/03 14:10

S15 9	37	(thresh$5 same (excee$4 or below) same depth) and (draw$4 or generat$6 or clip$4 or inhib$5 or limit$4) and transmittance	US-PGPU B; USPAT	OR	ON	2006/01/03 13:14
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S16 3	34	(thresh$5 same (excee$4 or below) same depth) same (draw$4 or generat$6 or clip$4 or inhib$5 or limit$4) same color	US-PGPU B; USPAT	OR	ON	2006/01/03 14:11

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1 The elements of nature: interactive and realistic techniques   ▦

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: 🔲 pdf(17.65 MB)   Additional Information: full citation, abstract

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Keywords: Plant growth simulation, calibrated physiological simulation, instantiation, landscape simulation, lighting simulation, radiosity

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Full text available: pdf(1.95 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

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Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(783.65 KB)   Additional Information: full citation, abstract, references, citings, index terms

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Paul J. Diefenbach, Norman I. Badler

April 1997 **Proceedings of the 1997 symposium on Interactive 3D graphics**

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Full text available: pdf(1.38 MB)   Additional Information: full citation, references, citings, index terms

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Publisher: ACM Press

Full text available: pdf(443.34 KB)	Additional Information: full citation, abstract, references, citings, index terms, review

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Holly E. Rushmeier, Kenneth E. Torrance

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August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

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Full text available: pdf(304.43 KB)	Additional Information: full citation, abstract, references, citings, index mov(23:12 MIN)	terms

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Full text available: pdf(17.68 MB)   Additional Information: full citation

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Publisher: ACM Press
Full text available: pdf(536.09 KB)   Additional Information: full citation, abstract, references, index terms

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Keywords: camera model, defocused optical system, lens and aperture, point-spread function

15 Heads, faces, hair: A practical model for hair mutual interactions

Johnny T. Chang, Jingyi Jin, Yizhou Yu

July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation**

Publisher: ACM Press

Full text available: pdf(2.41 MB)   Additional Information: full citation, abstract, references, citings

Hair exhibits strong anisotropic dynamic properties which demand distinct dynamic models for single strands and hair-hair interactions. While a single strand can be modeled as a multibody open chain expressed in generalized coordinates, modeling hair-hair interactions is a more difficult problem. A dynamic model for this purpose is proposed based on a sparse set of guide strands. Long range connections among the strands are modeled as breakable static links formulated as nonreversible positional ...

Keywords: collision detection, hair animation, hair rendering, hair-hair interaction, open chain, static links

16 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Publisher: ACM Press

Full text available: pdf(7.76 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

17 The zonal method for calculating light intensities in the presence of a participating medium

Holly E. Rushmeier, Kenneth E. Torrance

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4

Publisher: ACM Press

Full text available: pdf(2.56 MB)   Additional Information: full citation, abstract, references, citings, index terms

The zonal method for calculating radiative transfer in the presence of a participating medium is applied to the generation of realistic synthetic images. The method generalizes the radiosity method and allows for emission, scattering, and absorption by a participating medium. The zonal method accounts for volume/surface interactions which have not been previously included, as well as volume/volume and surface/surface interactions. In addition, new algorithms, based on the hemi-cube formulation, ...

18 Chameleon: An Interactive Texture-based Rendering Framework for Visualizing Three-dimensional Vector Fields

Guo-Shi Li, Udeepta D. Bordoloi, Han-Wei Shen

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**
Publisher: IEEE Computer Society
Full text available: pdf(504.90 KB)   Additional Information: full citation, abstract

> In this paper we present an interactive texture-based technique for visualizing three-dimensional vector fields. The goal of the algorithm is to provide a general volume rendering framework allowing the user to compute three-dimensional flow textures interactively, and to modify the appearance of the visualization on the fly. To achieve our goal, we decouple the visualization pipeline into two disjoint stages. First, streamlines are generated from the 3D vector data. Various geometric properties ...

> **Keywords:** 3D flow visualization, vector field visualization, volume rendering, texture mapping

19 Radiosity and hybrid methods

László Neumann, Attila Neumann
July 1995 **ACM Transactions on Graphics (TOG)**, Volume 14 Issue 3
Publisher: ACM Press

Full text available: pdf(2.06 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

> We examine various solutions to the global illumination problem, based on an exact mathematical analysis of the rendering equation. In addition to introducing efficient radiosity algorithms, we present a uniform approach to reformulate all of the basic radiosity equations used so far. Using hybrid methods we are able to analyze possible combinations of the view-dependent ray-tracing method and of the low-resolution radiosity-based method, and to offer new algorithms.

> **Keywords:** Southwell algorithm, complete two-pass method, conjugated gradient method, convergence criteria, coupling method, distributed ray tracing, double-patch method, nondiffuse ambient term, photosimulation, radiosity method, rendering equation, residual image, separable reflectance

20 Shadows: Translucent shadow maps

Carsten Dachsbacher, Marc Stamminger
June 2003 **Proceedings of the 14th Eurographics workshop on Rendering EGRW '03**
Publisher: Eurographics Association

Full text available: pdf(3.30 MB)   Additional Information: full citation, abstract, references, citings, index terms

> Shadow maps are a very efficient means to add shadows to arbitrary scenes. In this paper, we introduce Translucent Shadow Maps, an extension to shadow maps which allows very efficient rendering of sub-surface scattering. Translucent Shadow Maps contain depth and incident light information. Sub-surface scattering is computed on-the-fly during rendering by filtering the shadow map neighborhood. This filtering is done efficiently using a hierarchical approach. We describe optimizations for an imple ...

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Publisher: ACM Press

Full text available: pdf(2.41 MB)   Additional Information: full citation, abstract, references, citings

Hair exhibits strong anisotropic dynamic properties which demand distinct dynamic models for single strands and hair-hair interactions. While a single strand can be modeled as a multibody open chain expressed in generalized coordinates, modeling hair-hair interactions is a more difficult problem. A dynamic model for this purpose is proposed based on a sparse set of guide strands. Long range connections among the strands are modeled as breakable static links formulated as nonreversible positional ...

Keywords: collision detection, hair animation, hair rendering, hair-hair interaction, open chain, static links

16 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Publisher: ACM Press

Full text available: pdf(7.76 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

17 The zonal method for calculating light intensities in the presence of a participating medium

Holly E. Rushmeier, Kenneth E. Torrance

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4

Publisher: ACM Press

Full text available: pdf(2.56 MB)   Additional Information: full citation, abstract, references, citings, index terms

The zonal method for calculating radiative transfer in the presence of a participating medium is applied to the generation of realistic synthetic images. The method generalizes the radiosity method and allows for emission, scattering, and absorption by a participating medium. The zonal method accounts for volume/surface interactions which have not been previously included, as well as volume/volume and surface/surface interactions. In addition, new algorithms, based on the hemi-cube formulation, ...

18 Chameleon: An Interactive Texture-based Rendering Framework for Visualizing Three-dimensional Vector Fields

Guo-Shi Li, Udeepta D. Bordoloi, Han-Wei Shen

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**
Publisher: IEEE Computer Society
Full text available: pdf(504.90 KB)   Additional Information: full citation, abstract

In this paper we present an interactive texture-based technique for visualizing three-dimensional vector fields. The goal of the algorithm is to provide a general volume rendering framework allowing the user to compute three-dimensional flow textures interactively, and to modify the appearance of the visualization on the fly. To achieve our goal, we decouple the visualization pipeline into two disjoint stages. First, streamlines are generated from the 3D vector data. Various geometric properties ...

Keywords: 3D flow visualization, vector field visualization, volume rendering, texture mapping

19 Radiosity and hybrid methods

László Neumann, Attila Neumann
July 1995 **ACM Transactions on Graphics (TOG)**, Volume 14 Issue 3
Publisher: ACM Press

Full text available: pdf(2.06 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

We examine various solutions to the global illumination problem, based on an exact mathematical analysis of the rendering equation. In addition to introducing efficient radiosity algorithms, we present a uniform approach to reformulate all of the basic radiosity equations used so far. Using hybrid methods we are able to analyze possible combinations of the view-dependent ray-tracing method and of the low-resolution radiosity-based method, and to offer new algorithms.

Keywords: Southwell algorithm, complete two-pass method, conjugated gradient method, convergence criteria, coupling method, distributed ray tracing, double-patch method, nondiffuse ambient term, photosimulation, radiosity method, rendering equation, residual image, separable reflectance

20 Shadows: Translucent shadow maps

Carsten Dachsbacher, Marc Stamminger
June 2003 **Proceedings of the 14th Eurographics workshop on Rendering EGRW '03**
Publisher: Eurographics Association

Full text available: pdf(3.30 MB)   Additional Information: full citation, abstract, references, citings, index terms

Shadow maps are a very efficient means to add shadows to arbitrary scenes. In this paper, we introduce Translucent Shadow Maps, an extension to shadow maps which allows very efficient rendering of sub-surface scattering. Translucent Shadow Maps contain depth and incident light information. Sub-surface scattering is computed on-the-fly during rendering by filtering the shadow map neighborhood. This filtering is done efficiently using a hierarchical approach. We describe optimizations for an imple ...

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Integral imaging with improved depth of field by use of ... - by Javidi - 2 citations
Three-Dimensional Shape Measurement of Transparent ... - by Daisuke Narita - 0 citations

[Paper] A 3D-TV Approach Using **Depth**-image-**based** Rendering (DIBR)
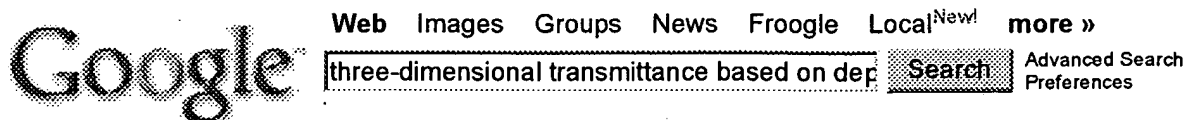... joint **transmission** of monoscopic video and associated per- pixel **depth** ...
[12] L. McMillan, An Image-**Based** Approach on **Three- Dimensional** Computer ...
www.actapress.com/PDFViewer.aspx?paperId=14373 - Similar pages

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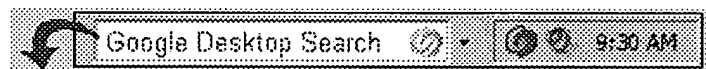
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Inventor Information for 09/892773

Inventor Name	City	State/Country
MORIWAKI, SHOHEI	HYOGO	JAPAN
AZEKAWA, YOSHIFUMI	HYOGO	JAPAN
CHIBA, OSAMU	HYOGO	JAPAN

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Your Search was:

Last Name = MORIWAKI
First Name = SHOHEI

Application#	Patent#	Status	Date Filed	Title	Inventor Name
07870445	5233638	150	04/16/1992	TIMER INPUT CONTROL CIRCUIT AND COUNTER CONTROL CIRCUIT	MORIWAKI, SHOHEI
08887285	5983023	150	07/02/1997	MEMORY-CONTAINED PROCESSOR	MORIWAKI, SHOHEI
09522360	6388498	150	03/09/2000	SEMICONDUCTOR DEVICE CAPABLE OF REDUCING NOISE	MORIWAKI, SHOHEI
09533373	Not Issued	163	03/22/2000	Device for compressing image data by quantizing pixel values in prescribed region, device for decompressing compressed image data, and image display device using said devices	MORIWAKI, SHOHEI
09553954	Not Issued	161	04/21/2000	Arithmetic device allowing effective utilization of arithmetic unit resource according to effective bit width of input data	MORIWAKI, SHOHEI
09572947	6545675	150	05/17/2000	THREE-DIMENSIONAL GRAPHICS SYSTEM, PROCESSOR AND RECORDING MEDIUM	MORIWAKI, SHOHEI
09603916	6801214	150	06/26/2000	THREE-DIMENSIONAL GRAPHICS SYSTEM REDUCING COLOR DATA/BITS IN DRAWING OPERATIONS FOR FASTER PROCESSING.	MORIWAKI, SHOHEI
09604798	Not Issued	161	06/27/2000	Memory access system for selectively accessing data stored in memory	MORIWAKI, SHOHEI
09639066	6580429	150	08/16/2000	METHOD OF GENERATING DATA FOR THREE-DIMENSIONAL GRAPHIC	MORIWAKI, SHOHEI

				RECORDING MEDIUM AND THREE-DIMENSIONAL GRAPHIC SYSTEM	
09668349	6693644	150	09/25/2000	GRAPHIC ACCELERATOR REDUCING AND PROCESSING GRAPHICS DATA	MORIWAKI, SHOHEI
09676755	6819328	150	10/02/2000	GRAPHIC ACCELERATOR WITH INTERPOLATE FUNCTION	MORIWAKI, SHOHEI
09756268	6753872	150	01/09/2001	RENDERING PROCESSING APPARATUS REQUIRING LESS STORAGE CAPACITY FOR MEMORY AND METHOD THEREFOR	MORIWAKI, SHOHEI
09766840	6788299	150	01/23/2001	THREE-DIMENSIONAL GRAPHIC PROCESSING DEVICE FOR DRAWING POLYGON HAVING VERTEX DATA DEFINED BY RELATIVE VALUE AND METHOD THEREFOR	MORIWAKI, SHOHEI
09768355	6518969	150	01/25/2001	THREE DIMENSIONAL GRAPHICS DRAWING APPARATUS FOR DRAWING POLYGONS BY ADDING AN OFFSET VALUE TO VERTEX DATA AND METHOD THEREOF	MORIWAKI, SHOHEI
09769304	Not Issued	161	01/26/2001	Method of generating graphic contents for moving image and recording medium	MORIWAKI, SHOHEI
09778782	6867783	150	02/08/2001	RECORDING MEDIUM HAVING RECORDED THEREON THREE-DIMENSIONAL GRAPHICS DRAWING DATA HAVING DATA STRUCTURE SHAREABLE BY FRAMES AND METHOD OF DRAWING SUCH DATA	MORIWAKI, SHOHEI
09887324	Not Issued	161	06/25/2001	Apparatus and method for managing ideas	MORIWAKI, SHOHEI
09888387	6774897	150	06/26/2001	APPARATUS AND METHOD FOR DRAWING THREE DIMENSIONAL GRAPHICS BY CONVERTING TWO	MORIWAKI, SHOHEI

				DIMENSIONAL POLYGON DATA TO THREE DIMENSIONAL POLYGON DATA	
09892773	Not Issued	71	06/28/2001	Apparatus and method for drawing three dimensional graphics by controlling alpha value based on Z coordinate value	MORIWAKI, SHOHEI
09932970	Not Issued	83	08/21/2001	Graphics drawing device of processing drawing data including rotation target object and non-rotation target object	MORIWAKI, SHOHEI
10310829	Not Issued	41	12/06/2002	Microcomputer system automatically backing-up data written in storage medium in transceiver, and transceiver connected thereto	MORIWAKI, SHOHEI
10322532	Not Issued	161	12/19/2002	Microcomputer system having upper bus and lower bus and controlling data access in network	MORIWAKI, SHOHEI
10327048	6813647	150	12/24/2002	MICROCOMPUTER SYSTEM READING DATA FROM SECONDARY STORAGE MEDIUM WHEN RECEIVING UPPER ADDRESS FROM OUTSIDE AND WRITING DATA TO PRIMARY STORAGE MEDIUM	MORIWAKI, SHOHEI
10426880	Not Issued	30	05/01/2003	Communication transceiver module	MORIWAKI, SHOHEI
10431461	Not Issued	30	05/08/2003	Transceiver integrated circuit and communication module	MORIWAKI, SHOHEI
10628462	6836005	150	07/29/2003	SEMICONDUCTOR DEVICE	MORIWAKI, SHOHEI
10679461	Not Issued	30	10/07/2003	Communication module and transceiver integrated circuit	MORIWAKI, SHOHEI
10790233	Not Issued	30	03/02/2004	Communication module outputting a copy of a register of a retimer to a host device	MORIWAKI, SHOHEI
11169655	Not Issued	30	06/30/2005	I2C bus controlling method	MORIWAKI, SHOHEI
11169656	Not Issued	20	06/30/2005	Transceiver module	MORIWAKI, SHOHEI
11171201	Not	30	07/01/2005	Transceiver module	MORIWAKI,

	Issued					SHOHEI
11189798	Not Issued	30	07/27/2005	Optical transceiver module		MORIWAKI, SHOHEI
11189837	Not Issued	30	07/27/2005	Optical communication module		MORIWAKI, SHOHEI

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Last Name = AZEKAWA
First Name = YOSHIFUMI

Application#	Patent#	Status	Date Filed	Title	Inventor Name
07862010	5345570	150	04/01/1992	MICROPROGRAM CONTROL CIRCUIT	AZEKAWA, YOSHIFUMI
07865020	5481682	150	04/08/1992	MICROCOMMAND FUNCTION SWITCHING CIRCUIT	AZEKAWA, YOSHIFUMI
09006184	Not Issued	161	01/13/1998	DATA PROCESSING DEVICE REDUCED IN REQUIRED STORAGE CAPACITY	AZEKAWA, YOSHIFUMI
09522360	6388498	150	03/09/2000	SEMICONDUCTOR DEVICE CAPABLE OF REDUCING NOISE	AZEKAWA, YOSHIFUMI
09533373	Not Issued	163	03/22/2000	Device for compressing image data by quantizing pixel values in prescribed region, device for decompressing compressed image data, and image display device using said devices	AZEKAWA, YOSHIFUMI
09553954	Not Issued	161	04/21/2000	Arithmetic device allowing effective utilization of arithmetic unit resource according to effective bit width of input data	AZEKAWA, YOSHIFUMI
09572947	6545675	150	05/17/2000	THREE-DIMENSIONAL GRAPHICS SYSTEM, PROCESSOR AND RECORDING MEDIUM	AZEKAWA, YOSHIFUMI
09603916	6801214	150	06/26/2000	THREE-DIMENSIONAL GRAPHICS SYSTEM REDUCING COLOR DATA/BITS IN DRAWING OPERATIONS FOR FASTER PROCESSING.	AZEKAWA, YOSHIFUMI
09604798	Not Issued	161	06/27/2000	Memory access system for selectively accessing data stored in memory	AZEKAWA, YOSHIFUMI

09639066	6580429	150	08/16/2000	METHOD OF GENERATING DATA FOR THREE-DIMENSIONAL GRAPHIC RECORDING MEDIUM AND THREE-DIMENSIONAL GRAPHIC SYSTEM	AZEKAWA, YOSHIFUMI
09668349	6693644	150	09/25/2000	GRAPHIC ACCELERATOR REDUCING AND PROCESSING GRAPHICS DATA	AZEKAWA, YOSHIFUMI
09676755	6819328	150	10/02/2000	GRAPHIC ACCELERATOR WITH INTERPOLATE FUNCTION	AZEKAWA, YOSHIFUMI
09756268	6753872	150	01/09/2001	RENDERING PROCESSING APPARATUS REQUIRING LESS STORAGE CAPACITY FOR MEMORY AND METHOD THEREFOR	AZEKAWA, YOSHIFUMI
09766840	6788299	150	01/23/2001	THREE-DIMENSIONAL GRAPHIC PROCESSING DEVICE FOR DRAWING POLYGON HAVING VERTEX DATA DEFINED BY RELATIVE VALUE AND METHOD THEREFOR	AZEKAWA, YOSHIFUMI
09768355	6518969	150	01/25/2001	THREE DIMENSIONAL GRAPHICS DRAWING APPARATUS FOR DRAWING POLYGONS BY ADDING AN OFFSET VALUE TO VERTEX DATA AND METHOD THEREOF	AZEKAWA, YOSHIFUMI
09769304	Not Issued	161	01/26/2001	Method of generating graphic contents for moving image and recording medium	AZEKAWA, YOSHIFUMI
09778782	6867783	150	02/08/2001	RECORDING MEDIUM HAVING RECORDED THEREON THREE-DIMENSIONAL GRAPHICS DRAWING DATA HAVING DATA STRUCTURE SHAREABLE BY FRAMES AND METHOD OF DRAWING SUCH DATA	AZEKAWA, YOSHIFUMI
09892773	Not Issued	71	06/28/2001	Apparatus and method for drawing three dimensional graphics by controlling alpha	AZEKAWA, YOSHIFUMI

				value based on Z coordinate value	
10310829	Not Issued	41	12/06/2002	Microcomputer system automatically backing-up data written in storage medium in transceiver, and transceiver connected thereto	AZEKAWA, YOSHIFUMI
10322532	Not Issued	161	12/19/2002	Microcomputer system having upper bus and lower bus and controlling data access in network	AZEKAWA, YOSHIFUMI
10327048	6813647	150	12/24/2002	MICROCOMPUTER SYSTEM READING DATA FROM SECONDARY STORAGE MEDIUM WHEN RECEIVING UPPER ADDRESS FROM OUTSIDE AND WRITING DATA TO PRIMARY STORAGE MEDIUM	AZEKAWA, YOSHIFUMI
10431459	Not Issued	41	05/08/2003	Detection circuit and decoding circuit	AZEKAWA, YOSHIFUMI
10431461	Not Issued	30	05/08/2003	Transceiver integrated circuit and communication module	AZEKAWA, YOSHIFUMI
10679461	Not Issued	30	10/07/2003	Communication module and transceiver integrated circuit	AZEKAWA, YOSHIFUMI
11169656	Not Issued	20	06/30/2005	Transceiver module	AZEKAWA, YOSHIFUMI
11171201	Not Issued	30	07/01/2005	Transceiver module	AZEKAWA, YOSHIFUMI
11189837	Not Issued	30	07/27/2005	Optical communication module	AZEKAWA, YOSHIFUMI

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Last Name = CHIBA
First Name = OSAMU

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09522360	6388498	150	03/09/2000	SEMICONDUCTOR DEVICE CAPABLE OF REDUCING NOISE	CHIBA, OSAMU
09533373	Not Issued	163	03/22/2000	Device for compressing image data by quantizing pixel values in prescribed region, device for decompressing compressed image data, and image display device using said devices	CHIBA, OSAMU
09553954	Not Issued	161	04/21/2000	Arithmetic device allowing effective utilization of arithmetic unit resource according to effective bit width of input data	CHIBA, OSAMU
09572947	6545675	150	05/17/2000	THREE-DIMENSIONAL GRAPHICS SYSTEM, PROCESSOR AND RECORDING MEDIUM	CHIBA, OSAMU
09603916	6801214	150	06/26/2000	THREE-DIMENSIONAL GRAPHICS SYSTEM REDUCING COLOR DATA/BITS IN DRAWING OPERATIONS FOR FASTER PROCESSING.	CHIBA, OSAMU
09604798	Not Issued	161	06/27/2000	Memory access system for selectively accessing data stored in memory	CHIBA, OSAMU
09639066	6580429	150	08/16/2000	METHOD OF GENERATING DATA FOR THREE-DIMENSIONAL GRAPHIC RECORDING MEDIUM AND THREE-DIMENSIONAL GRAPHIC SYSTEM	CHIBA, OSAMU
09668349	6693644	150	09/25/2000	GRAPHIC ACCELERATOR REDUCING AND PROCESSING	CHIBA, OSAMU

				GRAPHICS DATA	
09676755	6819328	150	10/02/2000	GRAPHIC ACCELERATOR WITH INTERPOLATE FUNCTION	CHIBA, OSAMU
09756268	6753872	150	01/09/2001	RENDERING PROCESSING APPARATUS REQUIRING LESS STORAGE CAPACITY FOR MEMORY AND METHOD THEREFOR	CHIBA, OSAMU
09766840	6788299	150	01/23/2001	THREE-DIMENSIONAL GRAPHIC PROCESSING DEVICE FOR DRAWING POLYGON HAVING VERTEX DATA DEFINED BY RELATIVE VALUE AND METHOD THEREFOR	CHIBA, OSAMU
09768355	6518969	150	01/25/2001	THREE DIMENSIONAL GRAPHICS DRAWING APPARATUS FOR DRAWING POLYGONS BY ADDING AN OFFSET VALUE TO VERTEX DATA AND METHOD THEREOF	CHIBA, OSAMU
09769304	Not Issued	161	01/26/2001	Method of generating graphic contents for moving image and recording medium	CHIBA, OSAMU
09778782	6867783	150	02/08/2001	RECORDING MEDIUM HAVING RECORDED THEREON THREE-DIMENSIONAL GRAPHICS DRAWING DATA HAVING DATA STRUCTURE SHAREABLE BY FRAMES AND METHOD OF DRAWING SUCH DATA	CHIBA, OSAMU
09791561	6587747	150	02/26/2001	NUMERICALLY CONTROLLED CURVED SURFACE MACHINING UNIT	CHIBA, OSAMU
09892773	Not Issued	71	06/28/2001	Apparatus and method for drawing three dimensional graphics by controlling alpha value based on Z coordinate value	CHIBA, OSAMU
10255109	6718226	150	09/26/2002	METHOD OF PROVIDING DATA FOR NUMERICAL CONTROL MACHINING UNIT	CHIBA, OSAMU
10310829	Not Issued	41	12/06/2002	Microcomputer system automatically backing-up data	CHIBA, OSAMU

				written in storage medium in transceiver, and transceiver connected thereto	
10322532	Not Issued	161	12/19/2002	Microcomputer system having upper bus and lower bus and controlling data access in network	CHIBA, OSAMU
10323880	Not Issued	161	12/20/2002	Apparatus and method for creating tool path	CHIBA, OSAMU
10327048	6813647	150	12/24/2002	MICROCOMPUTER SYSTEM READING DATA FROM SECONDARY STORAGE MEDIUM WHEN RECEIVING UPPER ADDRESS FROM OUTSIDE AND WRITING DATA TO PRIMARY STORAGE MEDIUM	CHIBA, OSAMU
10431459	Not Issued	41	05/08/2003	Detection circuit and decoding circuit	CHIBA, OSAMU
10437279	6675061	150	05/14/2003	NUMERICALLY CONTROLLED CURVED SURFACE MACHINING UNIT	CHIBA, OSAMU
10679461	Not Issued	30	10/07/2003	Communication module and transceiver integrated circuit	CHIBA, OSAMU
10733318	6934601	150	12/12/2003	NUMERICALLY CONTROLLED CURVED SURFACE MACHINING UNIT	CHIBA, OSAMU
10967350	Not Issued	95	10/19/2004	NUMERICALLY CONTROLLED CURVED SURFACE MACHINING UNIT	CHIBA, OSAMU
11066396	Not Issued	41	02/28/2005	Apparatus and method for creating tool path	CHIBA, OSAMU
11169655	Not Issued	30	06/30/2005	I2C bus controlling method	CHIBA, OSAMU
11189798	Not Issued	30	07/27/2005	Optical transceiver module	CHIBA, OSAMU
11189837	Not Issued	30	07/27/2005	Optical communication module	CHIBA, OSAMU

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